Shining Tears™

TEEN
T
CONTENT RATED BY ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

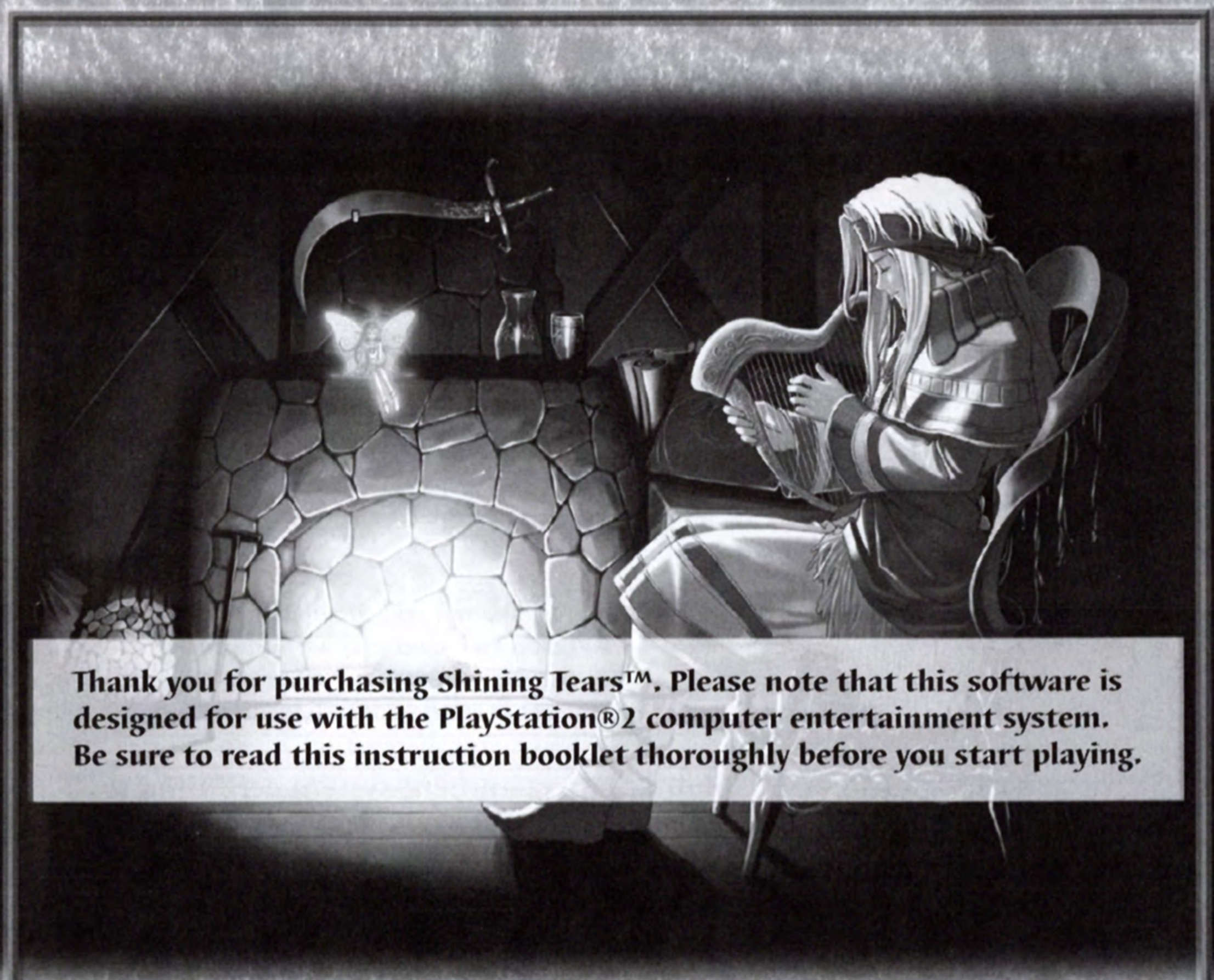
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Thank you for purchasing Shining Tears™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction booklet thoroughly before you start playing.

Shining Tears™

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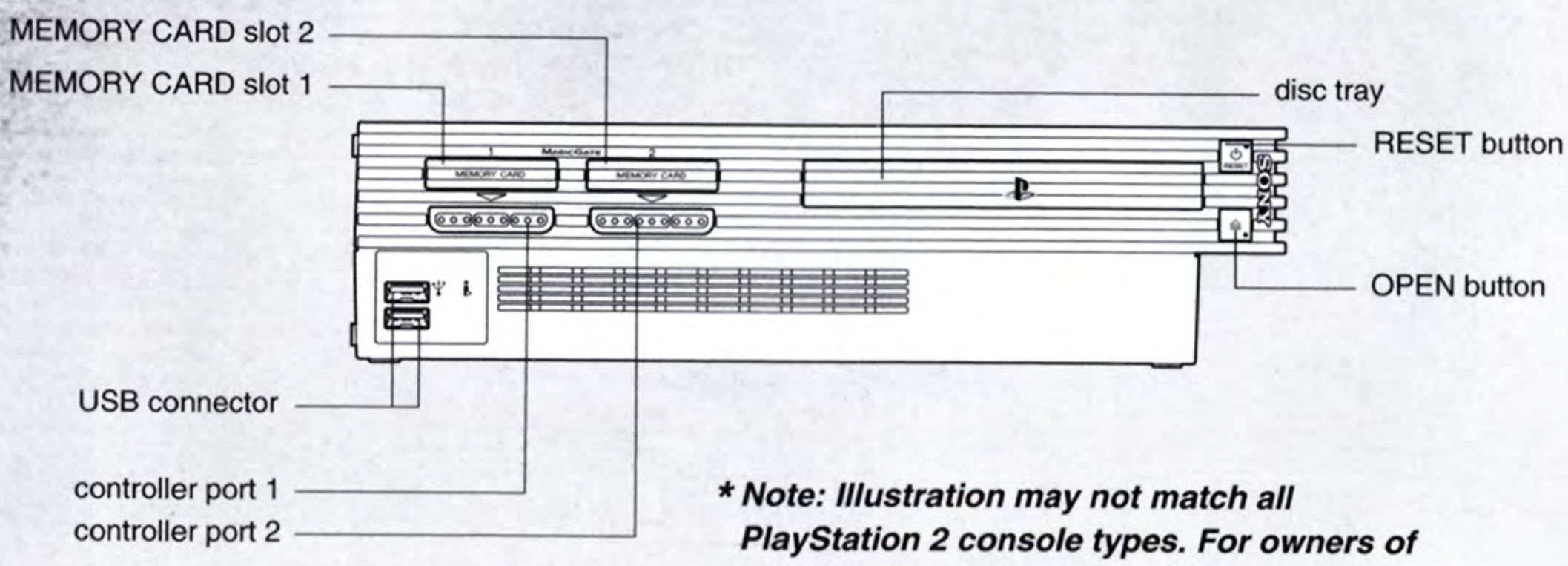
GETTING STARTED



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Shining Tears™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

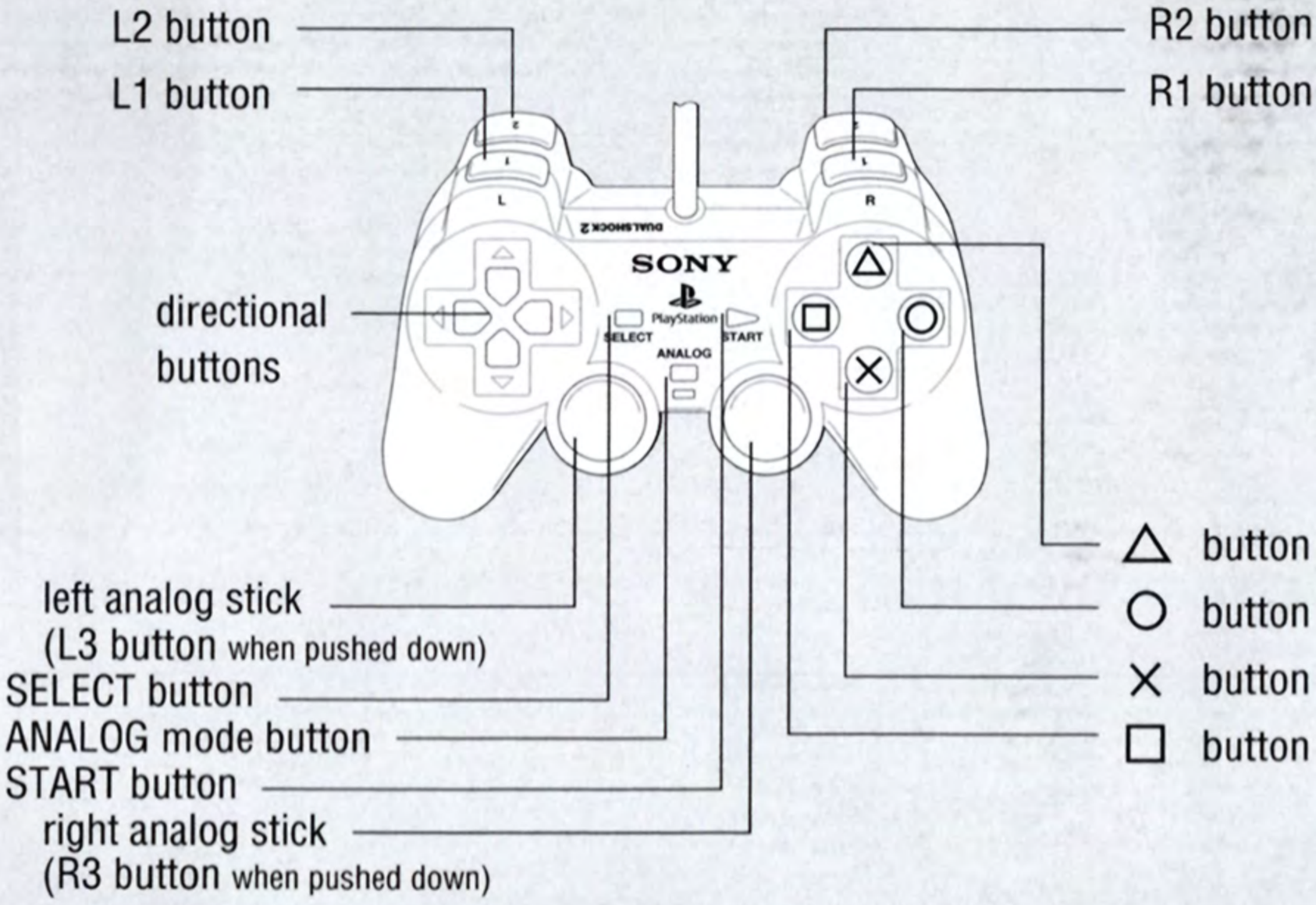
Shining Tears™ is a memory card (8MB)(for PlayStation®2) compatible game. Please insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before you turn ON the game. A minimum of 313KB of free space is required to create a save file. Only one save file can be created per memory card (8MB)(for PlayStation®2). Data cannot be copied between cards, and is not saved automatically. See Command Menu on p.10 for details on saving games.

The Second Mirror Free Play mode requires a second memory card (8MB)(for PlayStation®2) containing save data be placed in MEMORY CARD slot 2 (p.25).

Do not turn the system OFF or remove the memory card (8MB)(for PlayStation®2) while saving the game.

CONTROLLER

Shining Tears™ is a one to two player game compatible with the DUAL-SHOCK®2 analog controller. Connect the analog controllers to controller ports 1 and 2 for up to two players respectively.



- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.
- This game supports the vibration function of the controller. This can be activated/deactivated from the Settings menu (p.6)

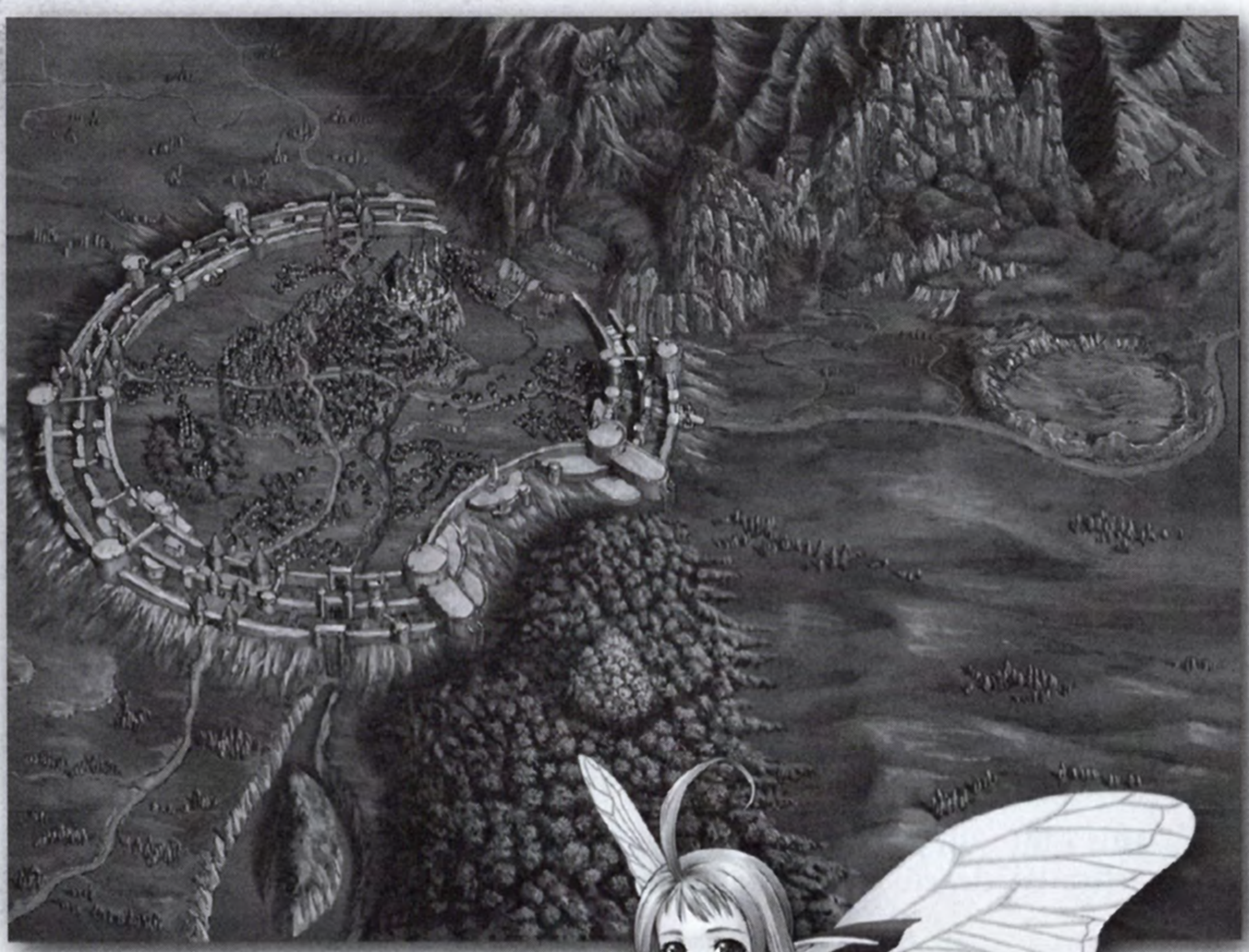
Menu Controls

left analog stick	Choose Item
directional buttons	Choose Item
⊗ button	Select
◎ button	Cancel

Town Controls

left analog stick	Move player
⊗ / L2 button	(While moving) Move quickly
◎ button	Speak
START button	Command Menu (p.10)

PROLOGUE



In the heart of the Valeria Region, not too far from the sacred Temple of Etwarl is the flourishing Fortress City of Shildia.

It is surrounded by three solid walls.

It is inhabited by people of all species.

It is a center of trade and business.

And it is a waypoint for travelers from all over.

However, a dark shadow is creeping over the once peaceful city.

The nation shifts to a time of upheaval, and Shildia is about to become the center stage of chaos.

World Legends

The Twin Dragon Knights

A long time ago, there were two Knights, fearless and invincible. Each wore on their finger an identical ring known as the Twin Dragon Rings.

The two rings drew upon the two wearers' inner strength and with its magic, would amplify these strengths.

Wearing these rings, the two knights joined forces and slew countless foes. They came to be known as heroes in their own right.

However, seduced by such power, one of the knights decided to take both rings for himself. He slew his companion, took the other ring and placed it upon his other hand.

But so great was the magic of the rings that his body was reduced to crumbling sand. The legend of the Twin Dragon Rings was passed through generations and eventually lost.

The Four Heroes

Many legions of warriors from all corners of Valeria gathered to fight against the Wolf of Chaos and restore order to the land. After a fierce battle, the Wolf was sealed and peace reigned once more. Returning from the battle were four warriors:

An Elven Bowmaster "Cupido of the Holy Bow"

A Centaur General "Holy Knight Cheiron"

A Human Strategist "Asclei the Sage"

A Magus "Great Sorceress Zenovia"

They became known throughout the land as the Four Heroes.

17 years later, the wheels of fate begin once more to turn.

Shining Tears

GAME START

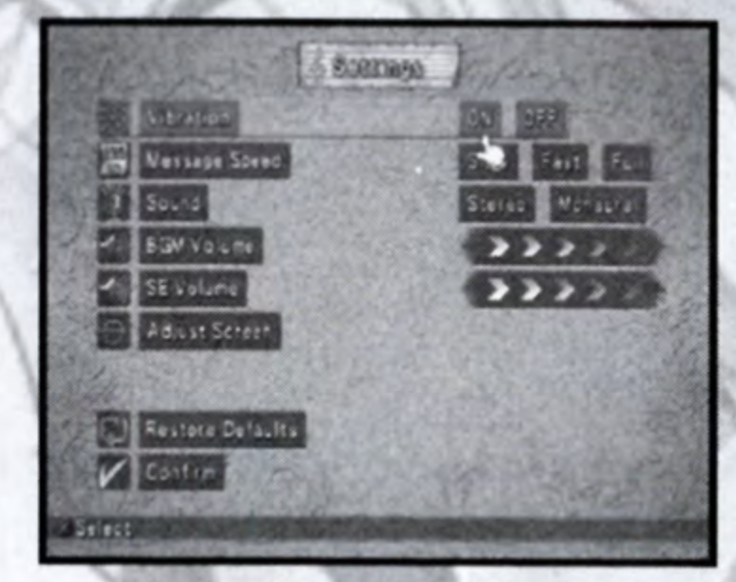
From the Title Screen, press the START button to bring up the Title Menu. Here, the minstrel and the Fairy Maple will guide you into your story.

At the Title Menu, please select from the following options.

New Game	Start a new game from the very beginning.
Continue	Continue playing a game from the point it was last saved.
Settings	Make changes to the game settings (see below).

SETTINGS

Use the left analog stick or directional buttons ⬆⬇ to highlight a setting, and ⬅➡ to make changes.

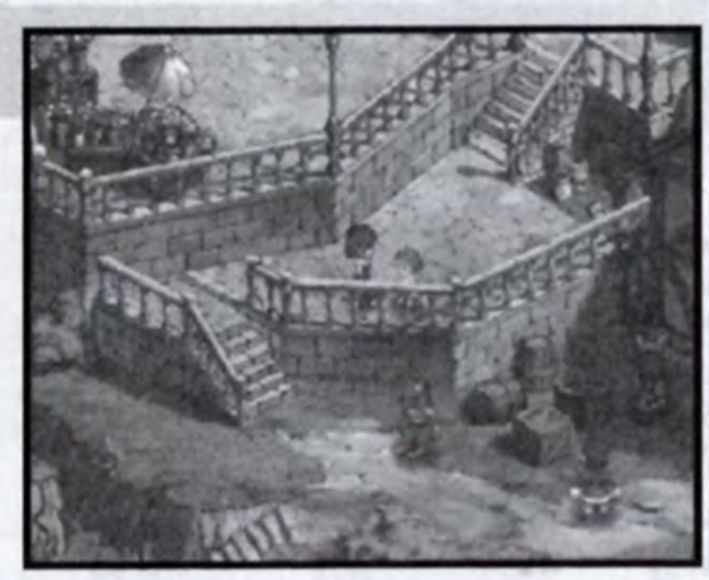


Vibration	Set the Vibration feature **ON/OFF**.
Message Speed	Set the text display speed to **Slow/Fast/Full** (the whole text appears at once).
Sound	Set to **Stereo** or **Monaural**.
BGM Volume	Set the volume of background music.
SE Volume	Set the volume of sound effects and character speech.
Adjust Screen	Use ⬆⬇⬅➡ to adjust the position of the screen, and press the ⊗ button to set.
Restore Defaults	Abandon changes and reset to the default settings.
Select	Accept the changes and return to the Main Menu.

PLAYING THE GAME

You will take on the role of the hero Xion on an incredible journey across Shildia. As the adventure unfolds, you will discover the following types of locations.

TOWNS



Here you can enter Shops to buy and sell Items and Equipment, have Appraisals made of unknown Items, and Upgrade your Weapons and Armor. Speak to the townsfolk to unveil information, and occasionally see events that progress the story.

HEROES' HEARTH

The base of operations for the militia "Weissritter" that Xion belongs to. You can normally find Xion's comrades and the strategist Pios waiting here. Heroes' Hearth also houses the entrance to the Headquarters that lead to the battlegrounds (p.8), and the Otherworldly Mirrors (Free Play modes) (p.24).

HEADQUARTERS

At the Headquarters, the strategist will first explain where the battlegrounds are. You can then choose a battle, a partner character, check your Status and Equipment, and set off for combat.

BATTLEGROUND

Fight enemies until either the battle requirements have been cleared, you Retreat, or are Defeated. You can gain Experience, Money and Items by defeating the enemies. Partner and Equipment settings cannot be changed once there, so prepare carefully before embarking.

At the end of a battle, you will be returned to the Heroes' Hearth.

PREPARING FOR BATTLE

HEROES' HEARTH

Heroes' Hearth is run by Volg, leader of the Weissritter Commando Brigade, and is where much of the story unfolds and most of the central characters can be found. The Headquarters and the two Otherworldly Mirrors are accessed from here, and will be introduced and made available after the story has progressed to a certain point.

VIEWING THE HEROES' HEARTH SCREEN

Second Otherworldly Mirror
Free Play mode for 2 players (p.25). A second memory card (8MB)(for PlayStation®2) containing saved data is required for this mode.

First Otherworldly Mirror
Free Play mode for 1 player. Retry stages that have already been cleared (p.24).

Entrance to Headquarters
Move to the underground Headquarters and prepare for battle.

Strategist (Pios)
Approach Pios to see the album of all the Enemy Cards collected (p.15).

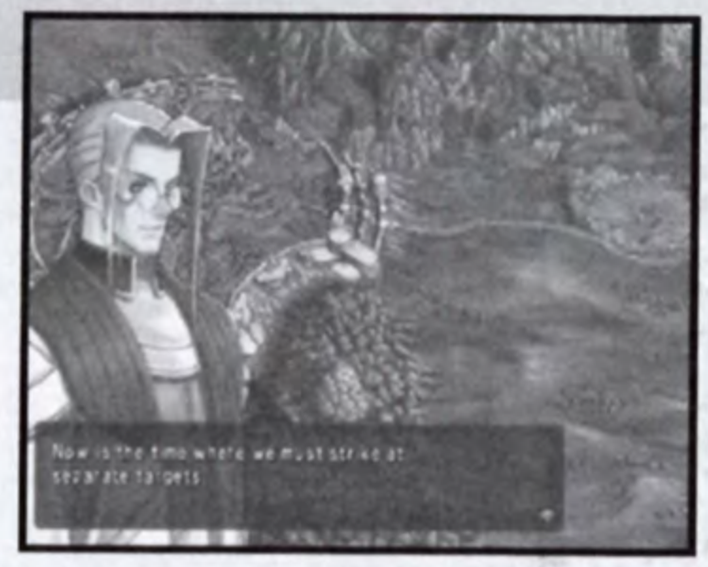
Exit
Leave for the towns.

HEADQUARTERS

At the Headquarters you can choose a battlefield and partner, make final preparations for battle, and then depart. A typical visit to the Headquarters will include the following steps:

EXPLANATION

Strategist Pios will update you on the locations of the battlefields, the battle strategy, and offers instructions. This advice will be useful when selecting a partner and Equipment settings.



SELECT A BATTLEFIELD

Choose a battlefield from the Mission Map. Information about the highlighted battlefield will appear at the bottom of the screen. Clearing certain battlefields will progress the story, and these are marked with a larger flag.

SELECT PARTNER

Choose the partner who will fight with you. The individual attributes of the character you pick will have a great effect on the way the battle is played out, so think carefully about the enemies and your strategy.

SELECT PARTNER CONTROL

Set the control of your partner to **AT** (auto) or **2P** (second player). When set to **AT**, your partner will mostly be controlled automatically, though you will be able to give basic instructions when necessary. When set to **2P**, the second player can take control.

MOVE OUT

Depart for the battlefield with your partner.

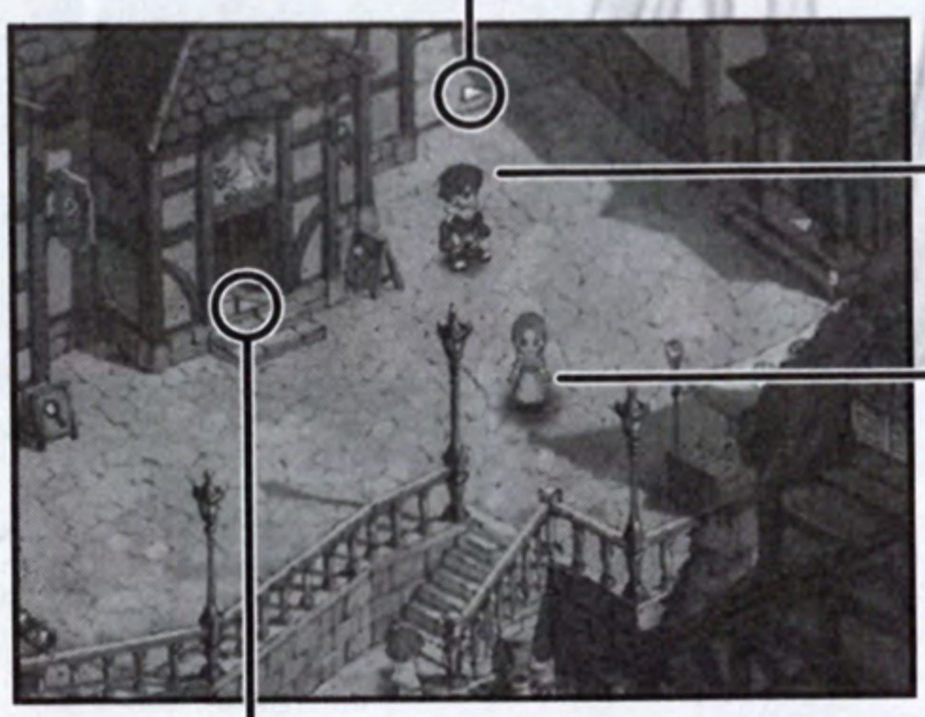
At any time during the above, you can press the △ button to bring up the Equip screen (p.12) or the □ button to bring up the Status screen (p.13). You should get into the habit of checking these at least once before embarking.

TOWNS

There are a number of towns in Shildia such as Heroes' Way, The Promenade etc. that can all be visited freely. Exit the Town or open the Command Menu to access the Map and choose where you wish to go. Areas currently marked as battlegrounds can only be accessed via the Headquarters.

VIEWING THE TOWNS SCREEN

To the Map
Following a white arrow will take you to the Map. The Heroes' Hearth also has white arrows marking the exits.



Player
Move using the left analog stick.

Town Resident
Speak to the residents by pressing the ◉ button.

Entrance
Follow a blue arrow to enter a shop.

COMMAND MENU

Press the START button to bring up the Command Menu.

Saving Games
Games are not saved automatically. To save a game, select **Save** from the Command Menu while in the Towns or at Heroes' Hearth. Once saved, you can also choose to **Exit** the game.

SHOPS

You will find various Shops in the towns that can help you develop your characters and prepare them for battle. Visit these whenever the opportunity arises.

Shop Controls

left analog stick	Move cursor/choose	▢ button	Change display order
directional buttons	Move cursor/choose	△ button	Toggle Buy/Sell screens
⊗ button	Select	L1 / R1 button	Change character
◎ button	Cancel	L2 / R2 button	Change class of Item
		SELECT	Toggle Item description

TOOLS/ARMOR SHOP

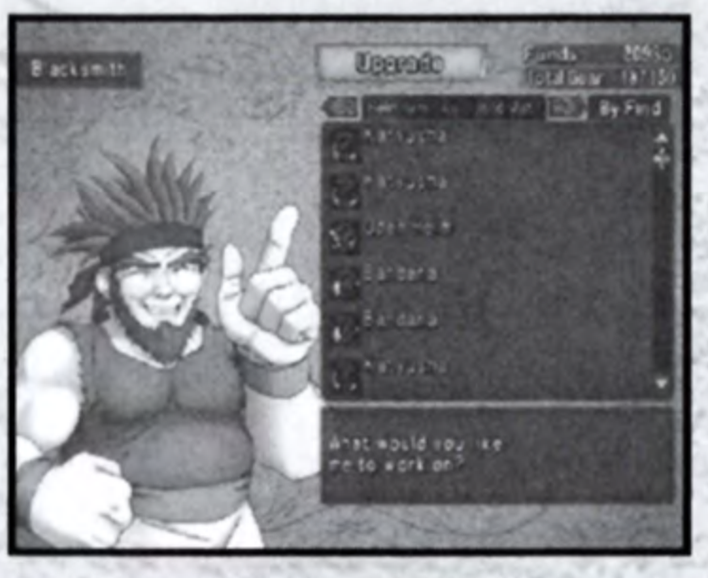
Here you can buy and sell Accessories, Consumable Items and Armor. When buying or selling, select an Item using the ⊗ button, use ⬆⬇ to specify a quantity where appropriate and press the ⊗ button again to proceed.

The △ button toggles between the Buy and Sell screens. You can also press the ▢ button at the Sell screen to change the order possessions are displayed.

Items with an ! next to them are Specialties. Often these are very powerful Weapons and Items, so check the Shops often.

BLACKSMITH

At the Blacksmith, you can upgrade Weapons and Armor by specifying three Materials such as Mithril or Ether. Select the Weapon or Armor you'd like upgraded, and then choose the three Materials you'd like to use. Depending on the Materials you choose, the strength and attribute (e.g. fire, lightning, ice etc.) will vary.



APPRAISER

Items marked with a **?** are unidentified and cannot be used in their present condition. The Appraiser will charge a fee to identify their attributes so they can be Equipped like any other Item.

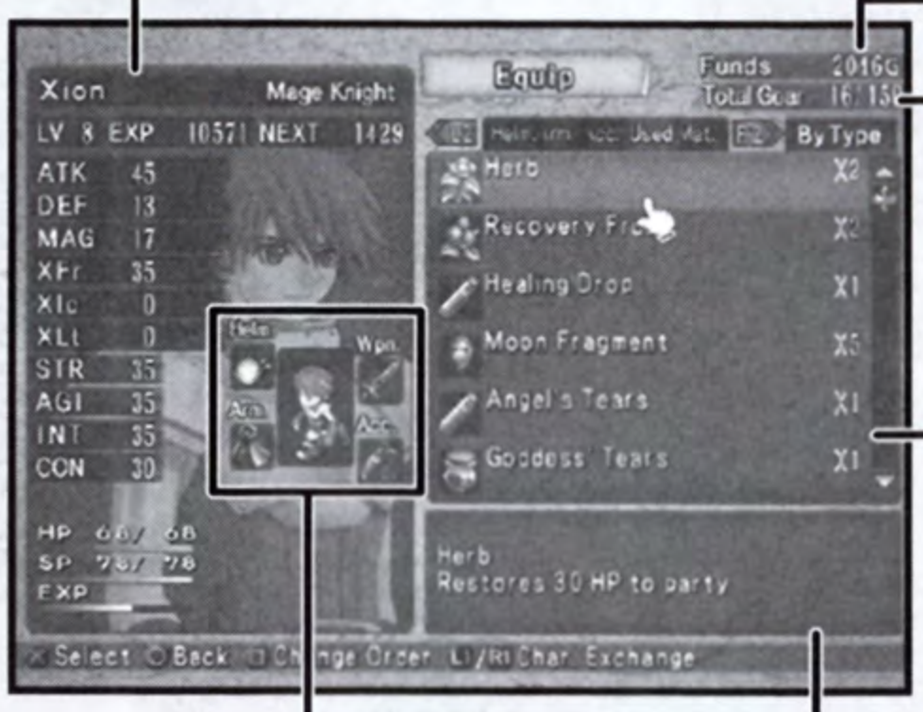
Unidentified Items can be sold without appraisal.

EQUIP

All characters' Equipment is managed at the Equip screen. Items acquired during battles can also be seen here. The Equip screen is accessed both from the Command Menu and at Headquarters. Controls are similar to those used for the Shops. Press the START button to switch to the Status screen (p.13).

VIEWING THE EQUIP SCREEN

Character Status
Shows the character's current levels.



Funds
Shows currently held money.

Total Gear
Shows the current number of possessions and the total possible.

Possessions
Items shown in red letters cannot currently be equipped as they either haven't been appraised, or the selected character doesn't match the Equip requirements.

Equipped Items
Shows currently equipped Items in four frames.

Attributes/Equip Requirements
Shows which characters can Equip the selected Item, the Item Attributes, and the Equip requirements (minimum base parameters). Press the SELECT button to toggle the display.

EQUIPABLE ITEMS

There are 4 kinds of Items that can be equipped: **Helm** (Helmet), **Arm** (Armor), **Wpn** (Weapon) and **Acc** (Accessory). Weapons can be upgraded by a Blacksmith, but cannot be discarded.

CONSUMABLE ITEMS/MATERIALS

Consumable Items such as Recovery Fruit can be used during battles. Up to 9 Consumable Items of each kind can be held at one time. Materials such as Mithril can be used by a Blacksmith to upgrade Weapons and Armor.

Changing equipment settings

Select an Item and press the ⊗ button to Equip. To discard an equipped Item, select the frame containing the Item and press the ⊗ button.

STATUS

The Status of each character can be viewed from the Status screen, which can be accessed both from the Command Menu and at Headquarters. Commands are similar to those used for the Shops. Press the START button to switch to the Equip screen.

STATUS/ATTRIBUTES

Each character has Status levels and base parameters. The base parameters and the attributes of equipped Items determine the Status levels. Equip requirements are also determined by base parameters.

Status Points awarded through Level Ups can be assigned to the base parameters to increase the character's abilities (p.24).

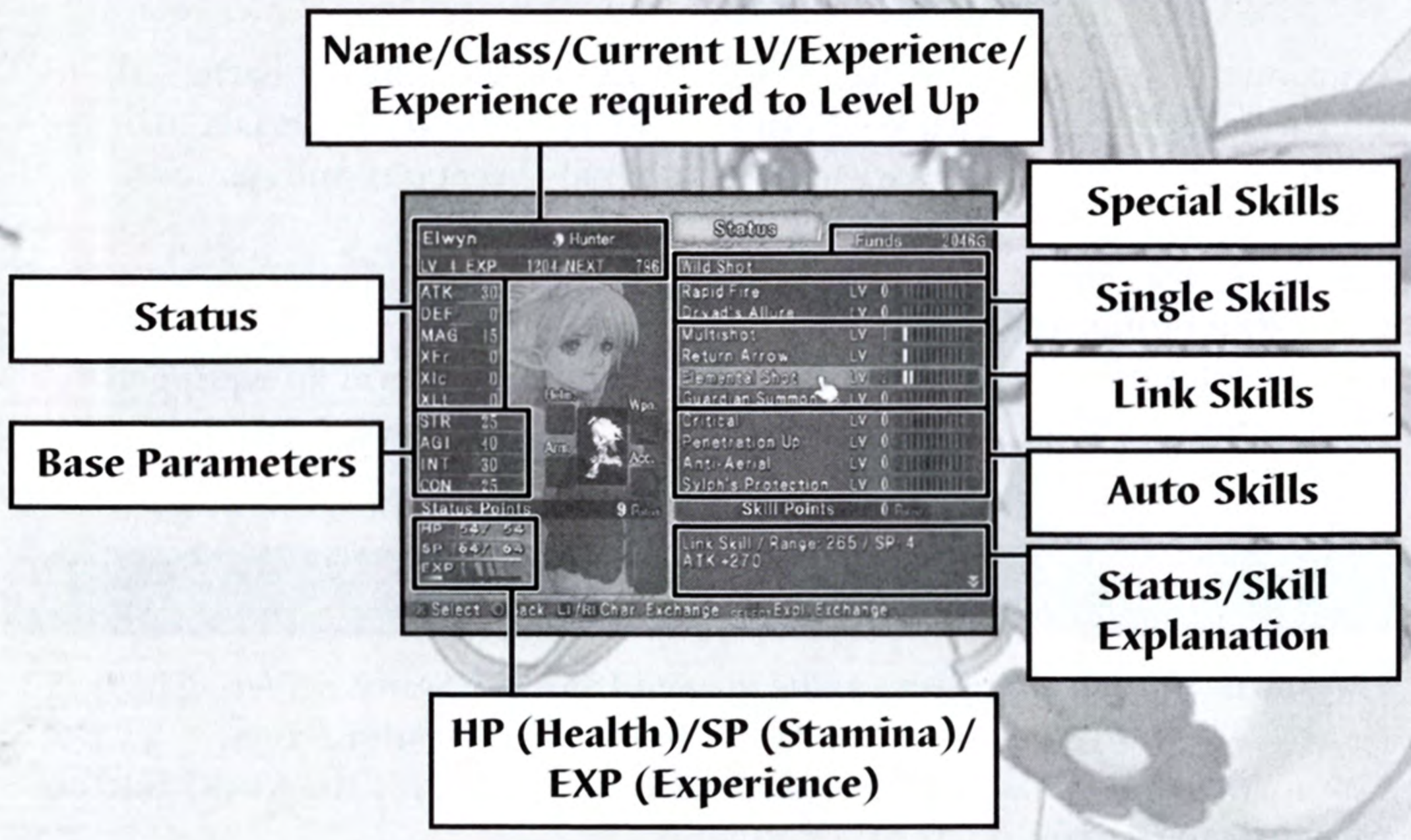
SKILLS

Each character has a number of Special Skills, Single Skills, Link Skills and Auto Skills which are advantageous in combat.

PREPARING FOR BATTLE

Each Skill has an **LV** (level) value set. Those set at **1** or above have been "learned" and can be used in battle. The higher the **LV** setting, the more powerful and accurate the Skill becomes. Skill Points awarded when the character achieves a Level Up can be assigned to selectively increase **LV** values.

VIEWING THE STATUS SCREEN



Auto Skills
As **LV** increases, the Skill is automatically used.

Status/Skill Explanation
Change the view by pressing the SELECT button.

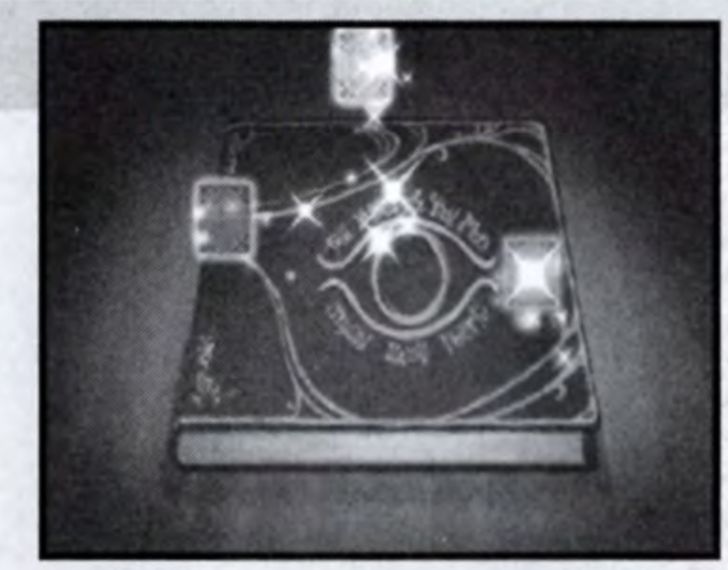
- No Link Skills are listed in Xion's Status.

ENEMY CARDS

During battles, enemies sometimes drop Enemy Cards displaying information about themselves. Try to collect as many as you can to strengthen your position.

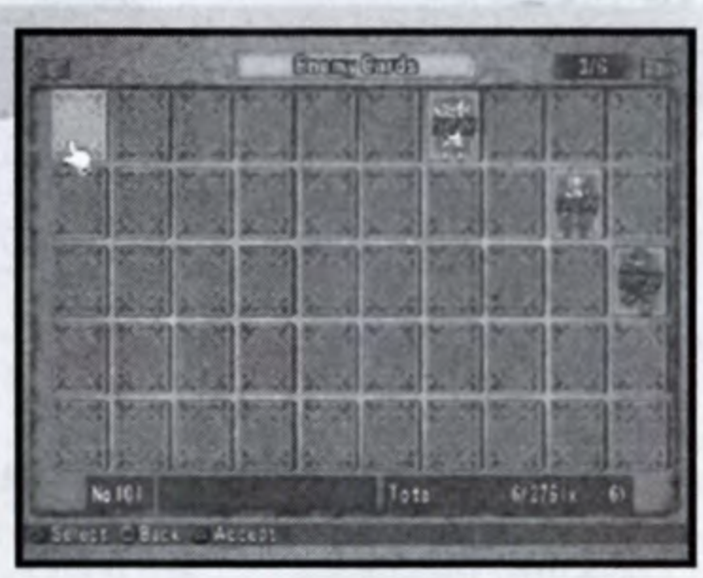
CARD ALBUM

When you've collected some Enemy Cards, speak to the strategist Pios at the Heroes' Hearth. He will look after the Enemy Cards and arrange them in the Album for quick reference.



CHECKING ENEMY CARDS

From the Album screen, you can see the information on the Enemy Cards. Use ↑↓←→ and press the ⊗ button to select an Enemy Card to view. While viewing, press the L1, R1, L2 or R2 button to see the next/previous Enemy Card.



By selecting an Enemy Card and pressing the △ button you can retrieve it from the Album and carry it as a possession. If you Equip an Enemy Card as an Accessory, you can decrease the damage received from the given enemy by half.

SOUL CHANGE SYSTEM

When Xion and his partner put on the Twin Dragon Rings, they both experience a surge in power. Xion's clothing, character, and abilities will often change depending on the partner.

LIGHT AND DARK SOULS

There are two kinds of Souls: light and dark. When Xion's partner has a Dark Soul, Xion's becomes Light, and vice versa. Dark Xion is very aggressive and powerful in physical attack. Light Xion is more reserved and has stronger magical attacks.

GOING INTO BATTLE

During battle mode, the player character and partner fight enemies together until the Conditions are Cleared, they Retreat, or are Defeated.

VIEWING THE BATTLE SCREEN

Radar
Press SELECT to switch between normal (wide)/magnified/off. The radar is viewed as follows:

White . . .Player
Green . . .Partner
Yellow . . .Enemy
Blue/Pink Item
Orange . .Enemy Leader
Red . . . . .Boss
Cyan . . . .Goal

Partner Character's Status

Command Slot (p.21)
Shows from left to right the selected Consumable Item, Single Skill and Link Skill. Use the directional buttons to change the settings on the move.

Player Character's Status

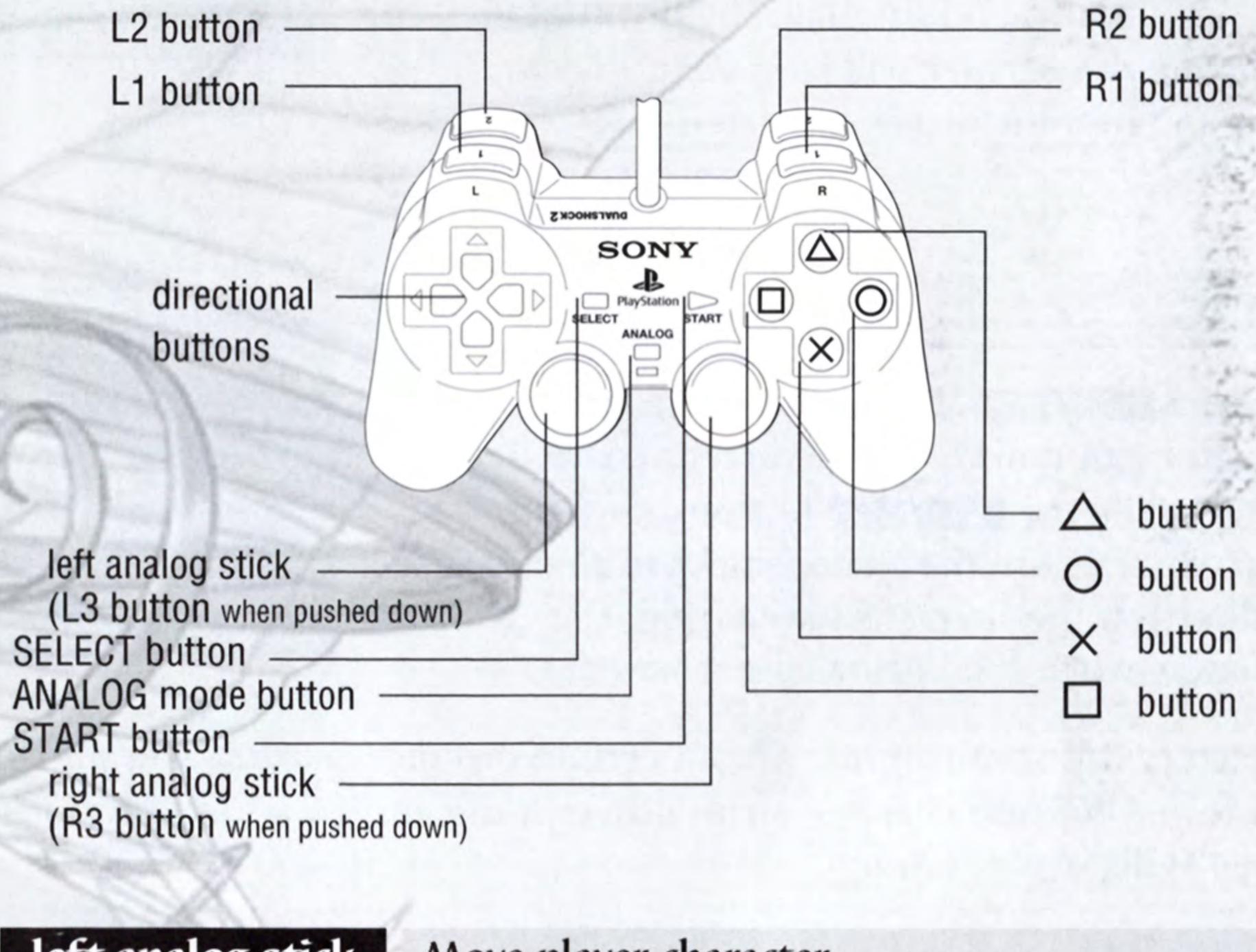
---G	Money picked up during the battle
--- CHAIN	Chain hit count (p.19)
SOUL/LV--	Current Soul (Light/Dark) and character level
Status Icon	After an attack the character may change Status temporarily. The Status is reflected by the icon here (see below).
HP ---/---	Current and maximum Health levels. The battle ends if this reaches zero.
SP ---/---	Current and maximum Stamina levels. This reduces when Skills are used, but recovers automatically after a short time.
EXP---	Current Experience level. Level Up when this gauge is full.

Status Icons

Poison	Receiving damage from poison. Amount of damage varies.
Frozen	Defenses and movement speed are temporarily reduced by half.
Paralysis	Cannot move or defend against attacks.
Cursed	Doubles the damage received from enemies.
Confused	Moves in the opposite direction to controller.
Slow	Movement becomes very slow, and cannot defend against attacks.

BATTLE CONTROLS

During battles, both the player character and the partner fight together. The controls below detail single player mode. See p.22 for details on 2 player controls.



left analog stick	Move player character
right analog stick	Move partner character
directional buttons	Choose Command Slot
◎ button	Single Skill, pick up Item
⊗ button	Cancel move, summon partner
□ button	Use Consumable Item
△ button	Choose Consumable Item class
L1 button	Player character Lock
R1 button	Partner character Lock
L2 button	Player character Dash
R2 button	Partner character Dash
SELECT button	Switch radar view
START button	Command Menu

MOVE

The player character is controlled with the left analog stick, and the partner by the right analog stick. Normally, the partner will move by themselves, but in some instances you may need to take the initiative. Additionally, by pressing the ⊗ button, the partner will stop what they're doing and join the player character.

RUSH

Press the L2/R2 buttons to make either character run quickly in the direction they're facing. While the L2/R2 buttons are held down, you can use the analog sticks to change the direction the characters are facing. They will rush away when the buttons are released.

Characters will stop running after a certain distance or when you press the ⊗ button. Different characters run different distances, and may perform Special Skills while running.

LOCK

Press the L1/R1 buttons to Lock the characters to their current positions, and in some cases perform Special Skills. Depending on the distance between the two characters, it may be possible to perform a Link Skill (p.20).

NORMAL/COMBO ATTACKS

Press the ◉ button once to attack with the sword, or 3 times to perform a combo attack. Partner characters attack automatically.

SPECIAL SKILLS

All characters have certain Special Skills that are performed automatically during Lock or Rush. Special Skills cannot be developed using Skill Points, nor do they require any **SP** to perform.

SINGLE SKILLS

Hold down the ◉ button to charge up the Single Skill charge meter, and release when the meter is full to perform the selected Single Skill attack. Partners will use Single Skill attacks at their own discretion. Single Skills consume **SP**, and can be developed by assigning Skill Points to a maximum of 10 levels (p.24).

DEFEATING ENEMIES EFFICIENTLY

Enemies tend to attack in groups. Every group has a leader who occasionally issues orders and instructions. If you can defeat the leader, the group will become less organized and easier to take out one by one. Aim to remove the leader as early as possible.

CHAIN HITS

As you continually attack enemies, an increasing Chain hit count will appear onscreen. Chain hits have an affect on the final result, as well as the effectiveness of certain Skills. Chain counts reduce as time lapses, so move to attack the next enemy before the display disappears.

LINK SKILLS

The player and partner character work together to perform Link Skills, consuming **SP** of both characters. A wide variety of attacks are available depending on your choice of partner.

Link Skills are performed as follows.

Lock Partner

When the player and partner characters are within the required proximity, press the R1 button to Lock your partner. The range or direction of the Link Skill's effective area will be displayed on screen.

Set Range/Direction

Use the left analog stick to move your character and adjust the range/direction of the Link Skill.

Perform Link Skill

Press the R1 button again to perform the Link Skill.

GUARDIAN SUMMON

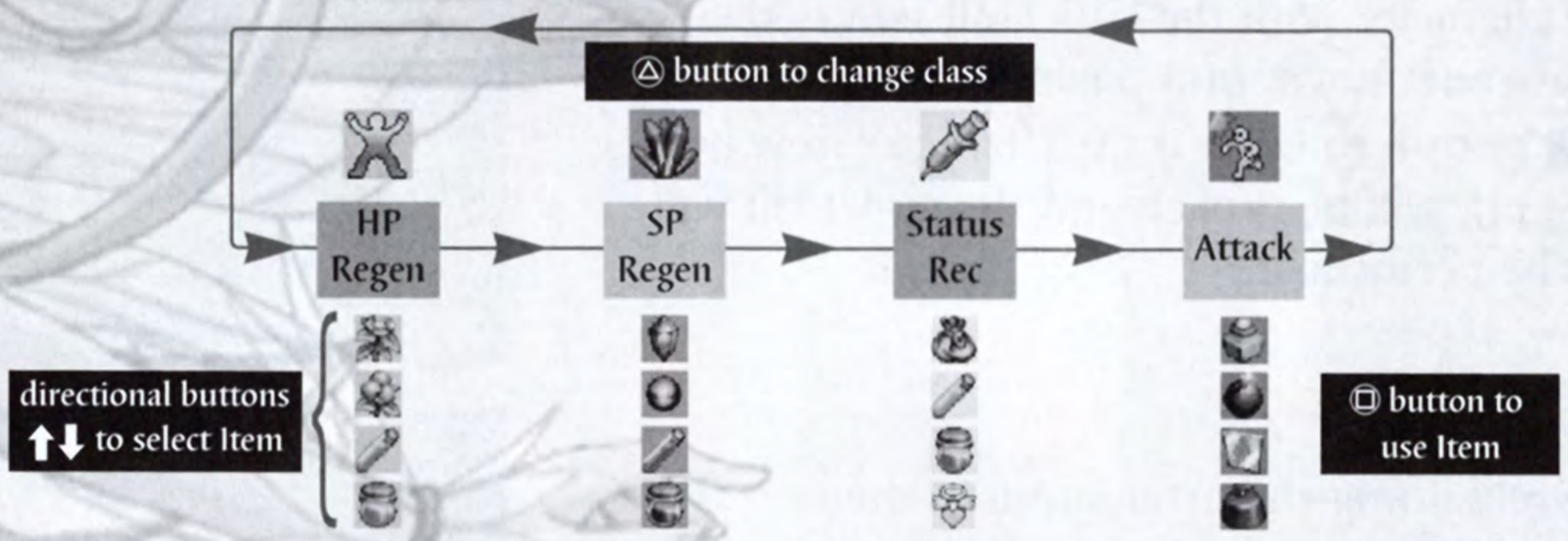
All of the characters have amongst their Link Skills a Guardian Summon. This is a very powerful attack, but consumes a lot of **SP** from both character.

The Guardian Summon Single Skill must be learned before it can be performed.

COMMAND SLOT

The 3 frames positioned at the lower center of the screen form the Command Slot. From left to right, these show Consumable Items, Single Skills and Link Skills. Use the directional buttons to choose which Items or Skills should be placed in the Command Slot, and then they can be used as required (darkened out Items or Skills cannot be used at the present time). These can also be set via the Command Menu by pushing the START button.

Consumable Items come in 4 different classes. With the Consumable Item Command Slot selected, press the △ button to switch between classes, and then use the directional buttons ↑↓ to choose an Item within that class. The 4 classes and Items are detailed as follows:



HP Regen		Herb	Recovers 30 HP each
		Recovery Fruit	Recovers 60 HP each
		Healing Drop	Recovers 120 HP each
		Healing Water	Recovers 250 HP each
SP Regen		Moon Fragment	Recovers 30 SP each
		Star Crystal	Recovers 60 SP each
		Angel's Tears	Recovers 120 SP each
		Goddess' Tears	Recovers 250 SP each
Status Rec		Pixie Dust	Recovers Status of selected character
		Antidote	Recovers poison Status of both characters
		Panacea	Recovers Status of both characters
		Soul Return	Revive partner after Defeat
Attack		Seductive Perfume	Causes an enemy to temporarily fight for you
		Bomb	Damages both enemies and comrades
		Magic Mirror	Decoy character image to fool enemies
		Gravity Stone	Slows the enemy down

2P PLAY

At the Headquarters, you can choose to have the partner character controlled by a second player. 2P play requires a second controller connected to controller port 2. Controls for both players are similar to those of single player mode.

LINK SKILLS IN 2P MODE

Performing Link Skills in 2P mode is a little different to single player mode, detailed as follows:

Preparation
The character with the Link Skill selects the Skill to use and moves into position, then press the L1 button to Lock. If the character now moves, the Lock will be broken and the Link Skill will not be performed.

Performance
The remaining character shouuld then set the range/direction of the Link Skill, and press the R1 button to perform the action.

- Both players can activate Link Skills in 2P mode.

ENDING THE BATTLE

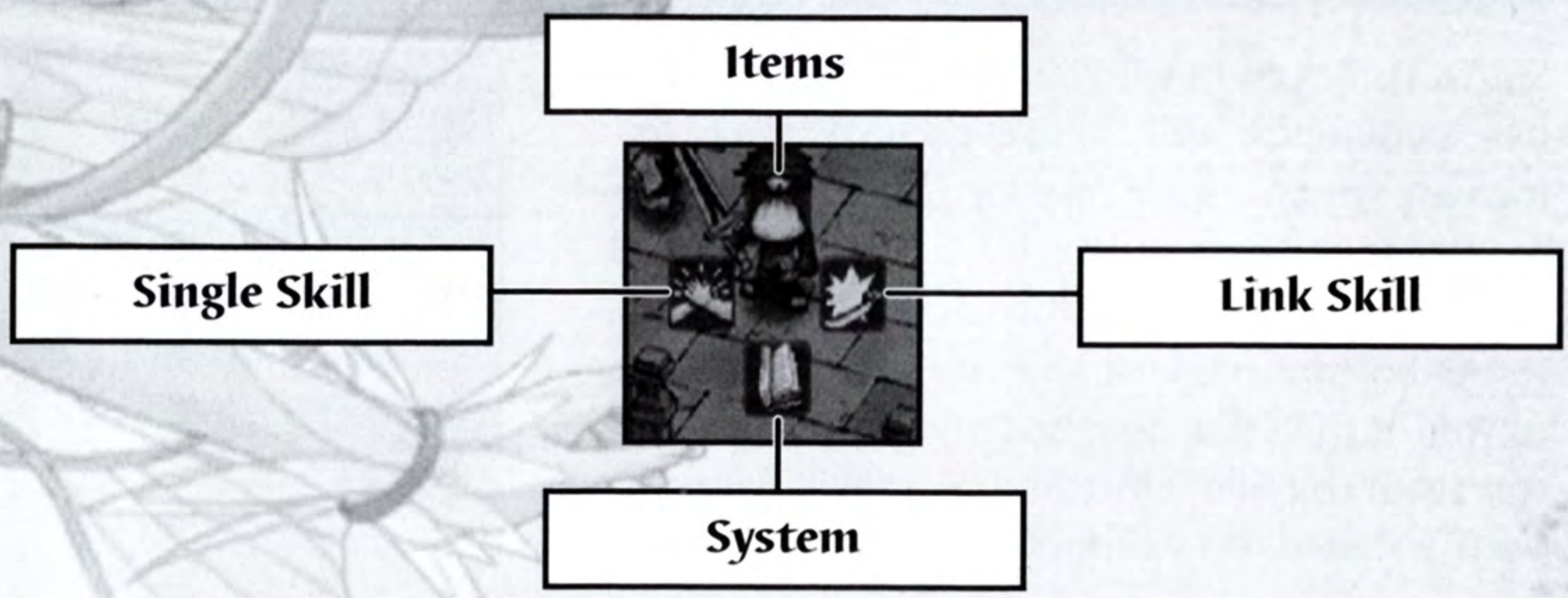
When the battle has been cleared, the results screen will be displayed showing **Clear Time**, **Clear Rank** and a variety of other counters. Depending on your **Clear Rank**, **Bonus EXP** may also be awarded. This is awarded to all characters, not just the ones that fought in the battle.

If the characters are Defeated (**HP** reaches zero) or Retreat before the conditions are cleared, the time passed since the battle begun will be displayed, and they will be returned to the Heroes' Hearth. The penalty for not clearing varies depending on how you return. A Defeat will forfeit a portion of **EXP** and collected money, while a Retreat will forfeit **all** collected money and Items, but instead allows you to keep your gained **EXP.**

Following a Defeat or Retreat, you can return to the battleground and continue from where you left off, unless you enter a different battleground in the meantime in which case you will have to restart the unfinished battle from the beginning.

COMMAND MENU

At any time during a battle, press the START button to bring up the Command Menu. From the Command Menu, the following options can be selected.



The Items, Single Skill and Link Skill options determine the contents of the Command Slots. See p.21 for full details on Command Slot settings.

SYSTEM

From the System menu, choose from the following options:

Controls	See an explanation of the battle mode controls.
Status	Access the Status screen (p.13).
Retreat	Immediately return to Headquarters.
War Info	See the name of the Battle, the purpose, enemy details and Clear conditions.

DEVELOPING CHARACTERS

Characters achieve Level Ups as their battle experience (**EXP**) increases. As each character raises their level, they attain Status Points and Skill Points, that can be used to develop their base attributes and Skills.

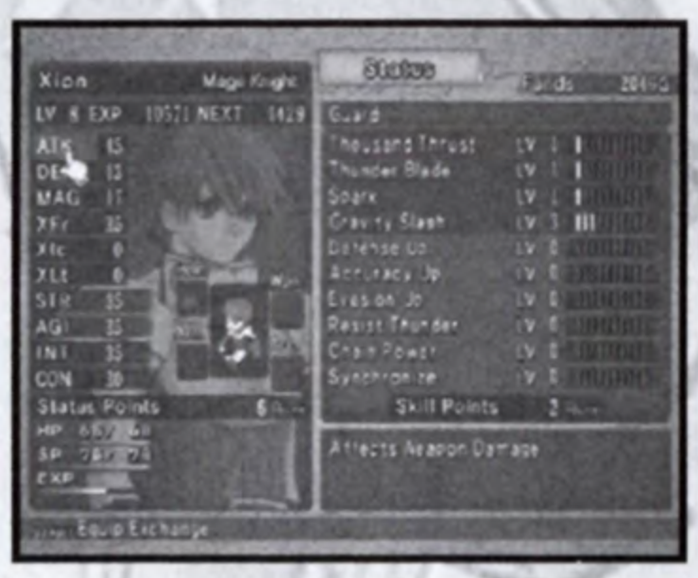
EXPERIENCE AND LEVEL UPS

Experience (**EXP**) is gained as you defeat enemies, and as a bonus depending on Clear Rank at the end of battles. Characters achieve a Level Up when this reaches a certain level.

When a character raises their level, 3 Status Points and 1 Skill Point will be awarded, and during a battle **HP**, **SP** and Status will fully recover.

STATUS POINTS/SKILL POINTS

Status Points and Skill Points can be allocated to base parameters and Skill Levels respectively to increase the character's performance. Use ↑↓←→ to choose the base parameter (i.e. **STR**, **AGI**, **INT** or **CON**) or Skill you wish to develop, and press the ⊗ button to select. Then use ←→ to increase or return the value assigned and press the ⊗ button again to enter. Once Status or Skill Points have been assigned, they cannot be reallocated.



The maximum level for increasing Skills is 10, but as the story progresses there may be ways to increase this.

FREE PLAY MODES

Once the Headquarters has been exposed in the Heroes' Hearth, two Otherworldly Mirrors will also become accessible halfway up the staircase. Each mirror leads to a different Free Play mode, where Experience (**EXP**), Funds and Items reflect that of the Story world. Here you can train and develop characters so they'll perform more effectively in battle.

FIRST MIRROR

1 player mode allowing you to reattempt previously cleared battles. You can freely select both characters, so you're not just limited to Xion.

Pass through the mirror again to return to the Story mode.

SECOND MIRROR

Co-operative 2 player mode that requires a second memory card (8MB)(for PlayStation®2) with Shining Tears™ saved data (guest data) to be inserted into memory card slot 2, and a second analog controller into controller slot 2.

CONTROLS

Both players control their own Xion around the Town. At Shops, only the player that entered can control. From the Status and Equip screens, press the △ button to switch control between the 2 players. At Headquarters, each player can choose a character to control, and from there the controls are the same as for 2P play detailed on p.22.

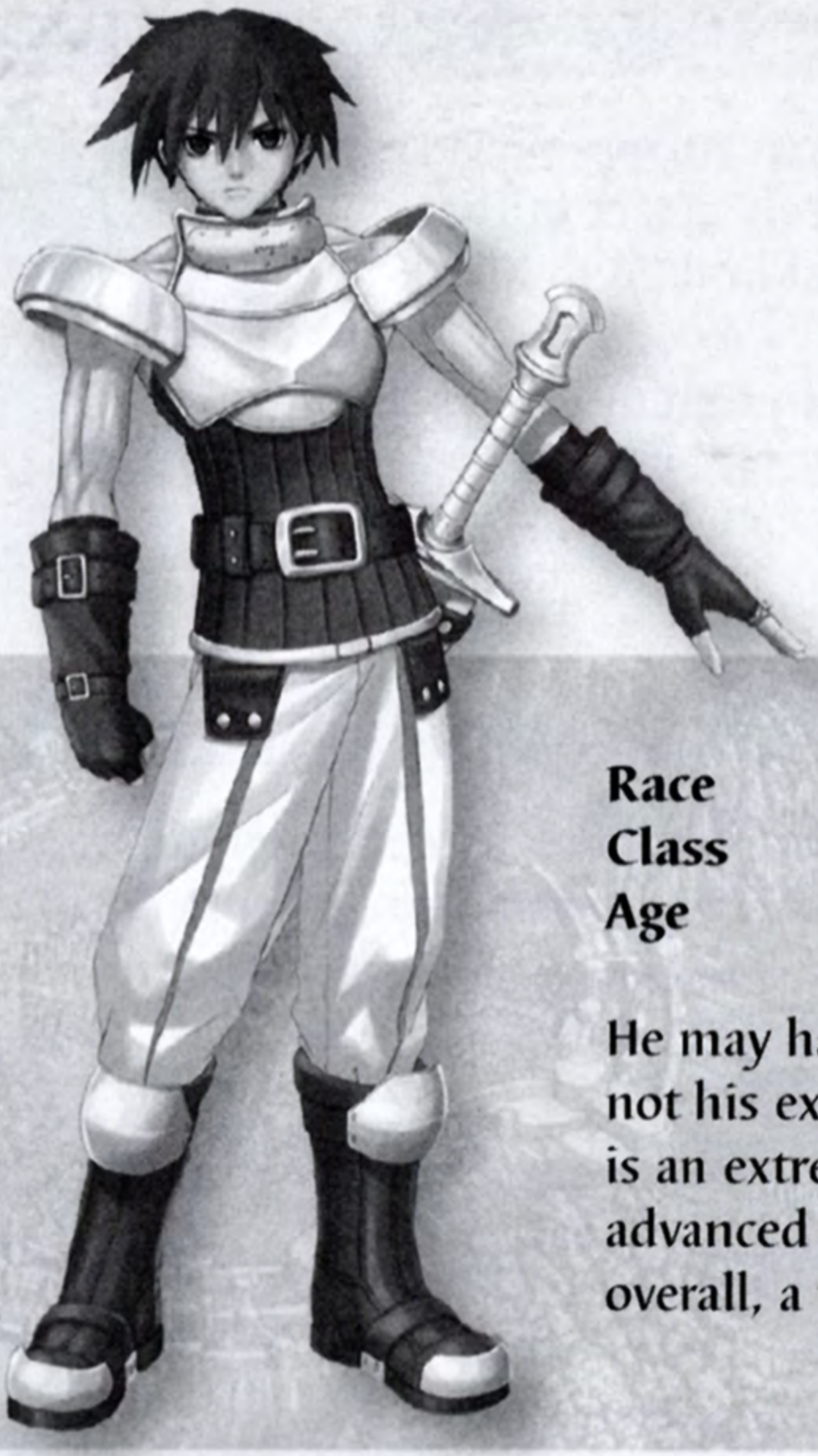
EXCHANGING ITEMS

Players can exchange their possessions via the Equip screen. Choose an Item and press the ⊗ button to Trade. Once confirmed, the Item will be immediately transferred to the other player's inventory.

RETURNING TO STORY MODE

With both memory cards (8MB)(for PlayStation®2) inserted into their respective memory card slots, send one player back through the mirror at Heroes' Hearth. The saved data on both cards will be updated, and the game will return to 1P Story mode.

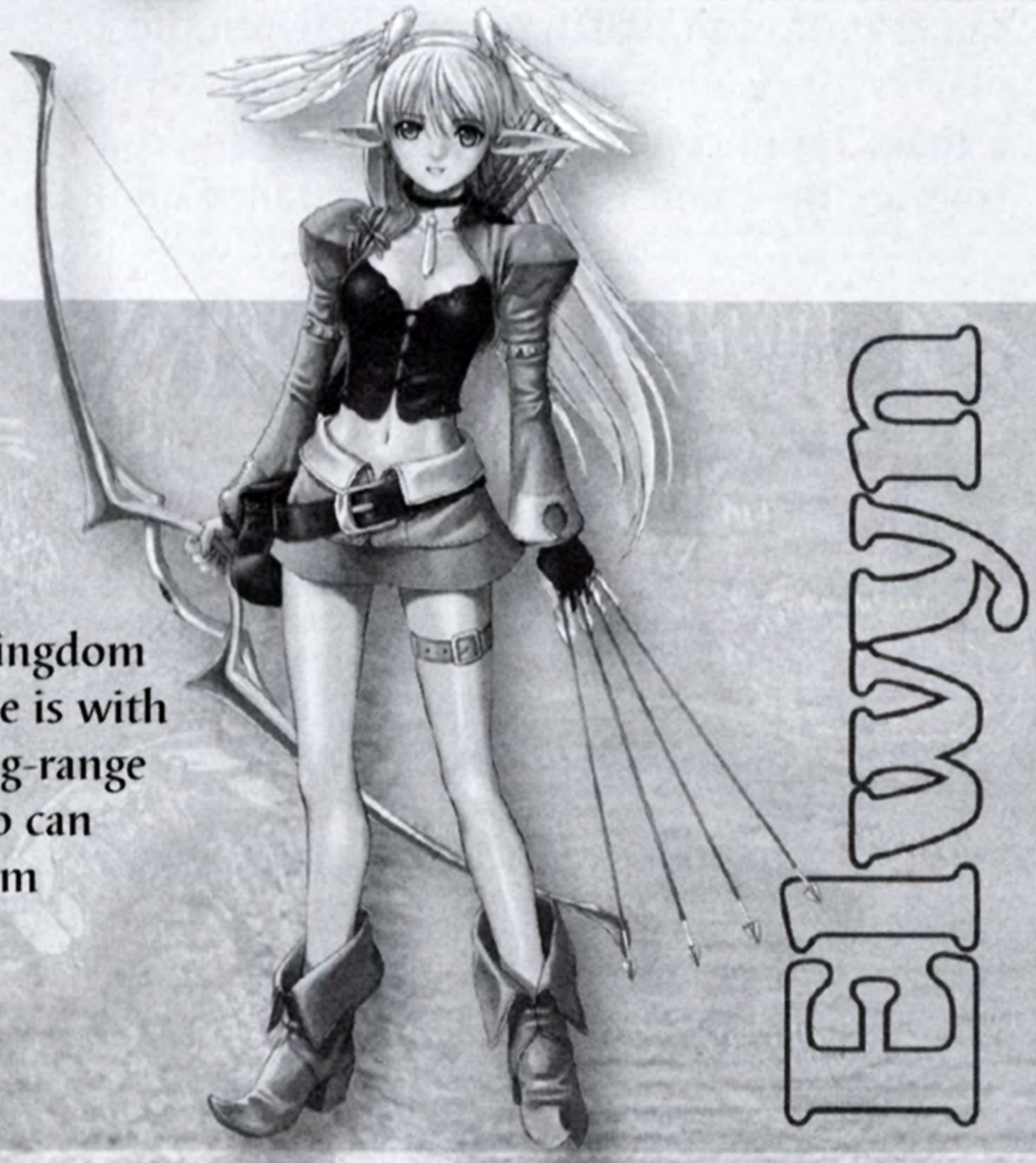
CHARACTERS



Xion

Race Human
Class Mage Knight
Age 17

He may have forgotten his past, but not his excellent swordsmanship. He is an extremely balanced fighter with advanced magical abilities and has overall, a well-rounded set of skills.



Elwyn

Race Elf
Class Hunter
Age 117

A girl from the Elven Kingdom of Fontina, her expertise is with the bow, giving her long-range attack abilities. She also can call upon assistance from nature spirits.

Ryuna

Race Human
Class Priestess
Age 17

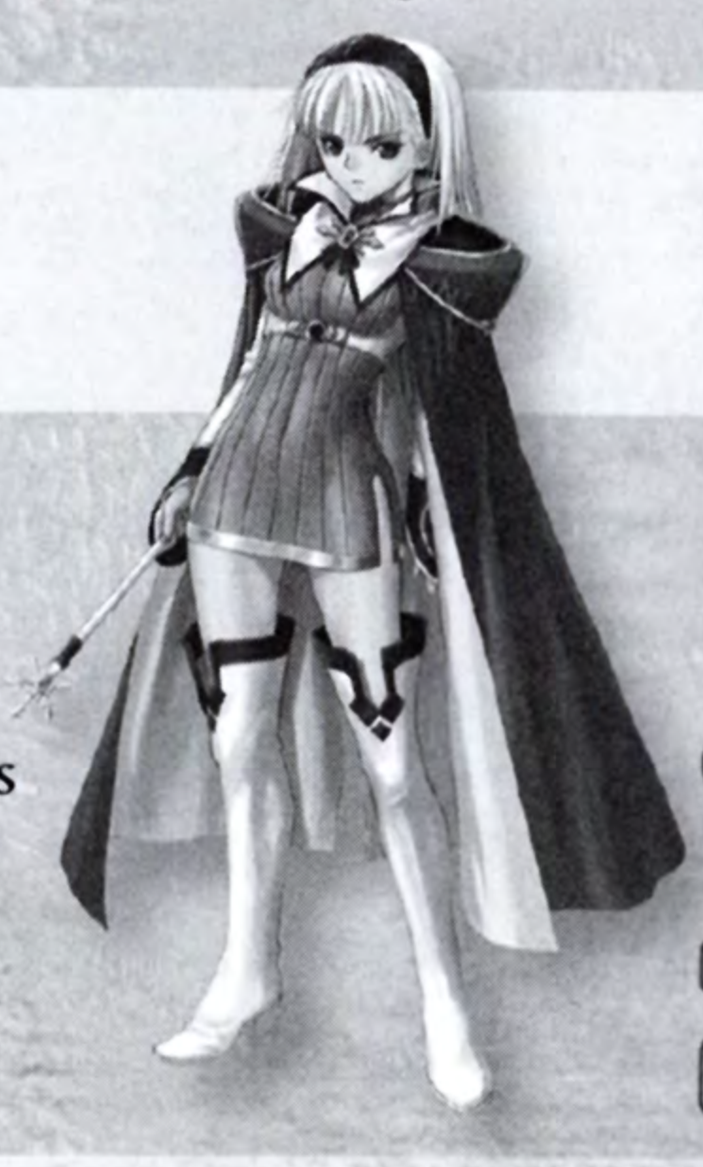
A Priestess of the Temple of Etwarl, who serves the Dragon God. Her powerful healing arts make her invaluable on the battlefield, and her ability to destroy the Undead is also unsurpassed.

Lazarus

Race Dragon
Class Heavy Knight
Age 17

Ryuna's Guardian and best friend, who has sworn his very life to protect her. With his massive frame and sturdy armor, he can take large amounts of damage but he can inflict even greater damage.

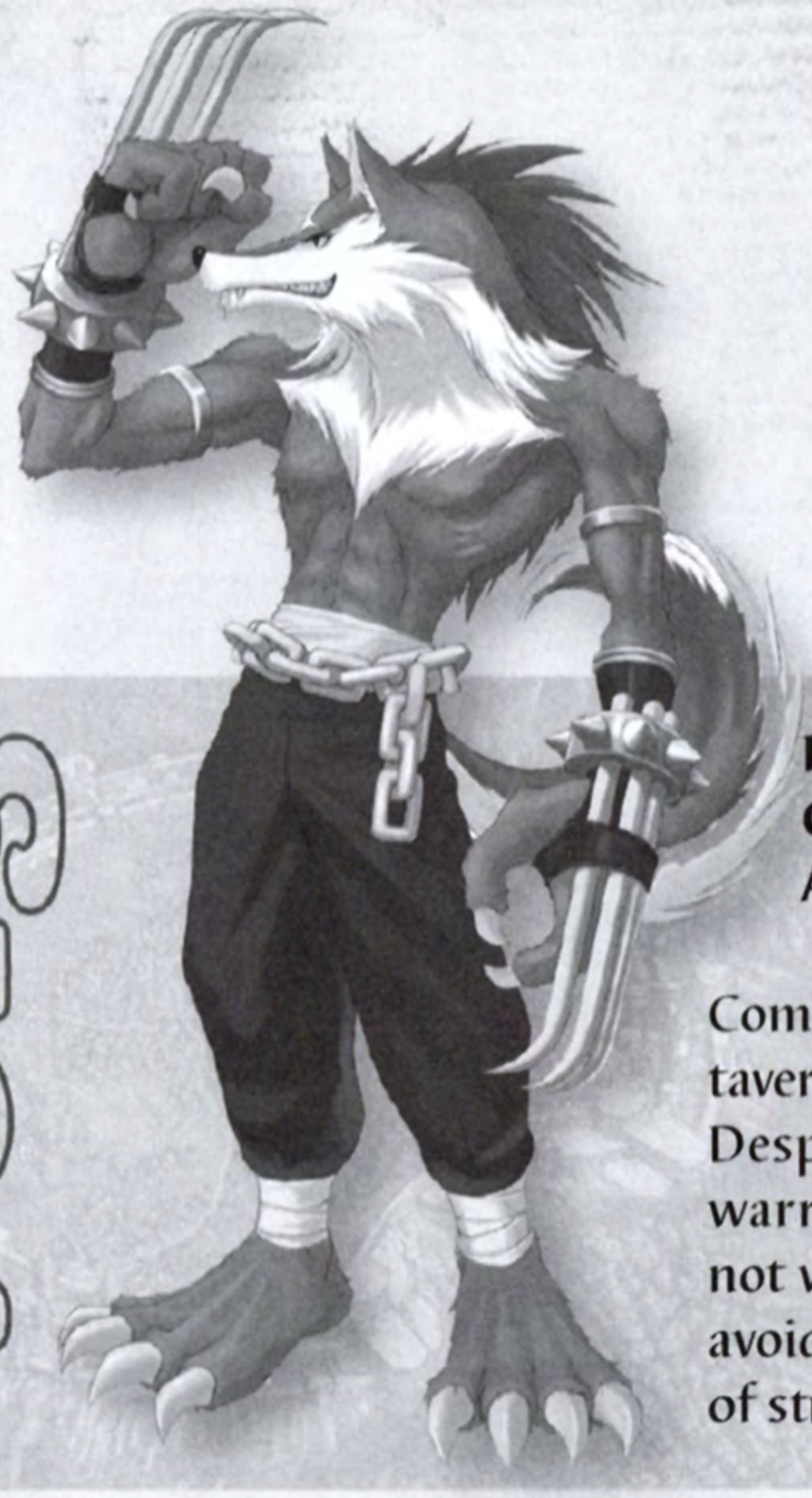
Neige



Race Human
Class Sorceress
Age 17

A quiet, cold-hearted girl who commands Ice Magic. Her past is a mystery, but she is fiercely loyal, and an equally fierce warrior.

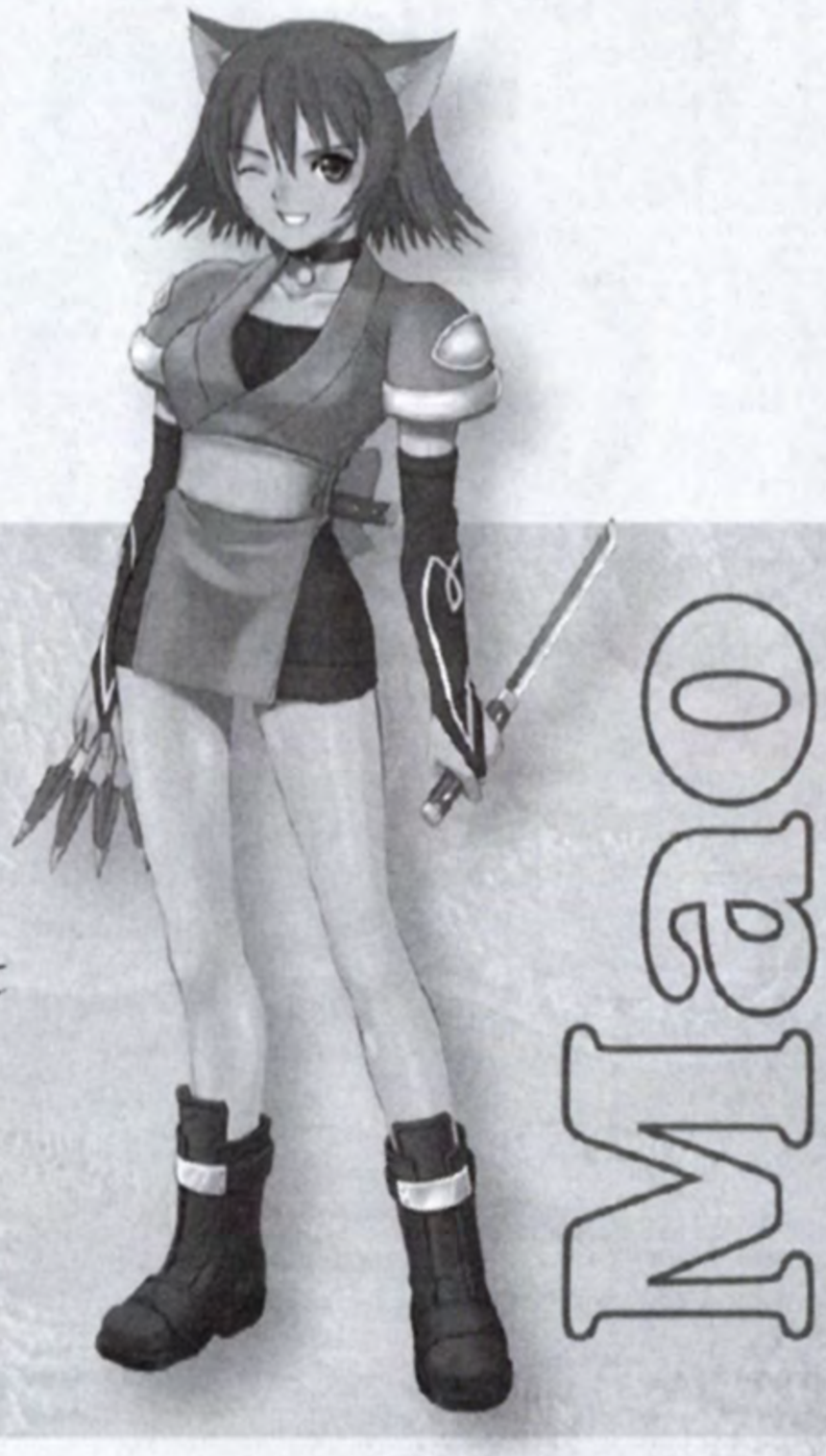
CHARACTERS



Volg

Race Wolfling
Class Fighter
Age 45

Commander of Weissritter and tavern keeper of the Heroes' Hearth. Despite his age, this veteran warrior's skill and ferocity have not waned over the years. He avoids cumbersome armor in favor of striking quick and striking sure.



Mao

Race Quarter Beast
Class Ninja
Age 17

She is light and effervescent, but do not let her looks or age fool you. Her skills are deadly, and she is one of King Balboa's most trusted agents.

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